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Client start Server start 200 100 Display keypad using Initialize entered received image set. sequence. 202 102 Create new button-tocharacter assignment. Wait for button selection. 204 Create corresponding new set of images. Submit Keypad Send image set. 104 Remove keypad. В Send selected button. 206 Get character using button-to-character assignment. Add character to entered sequence. 106 Remove keypad. Inform server to end. 208 Forward entered Client end sequence to a separate module. Server end

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Method for protecting a character entered at a graphical interface

FIG. 1

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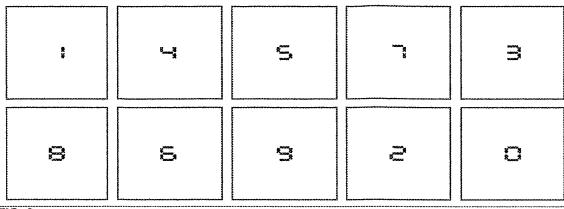


FIG. 2

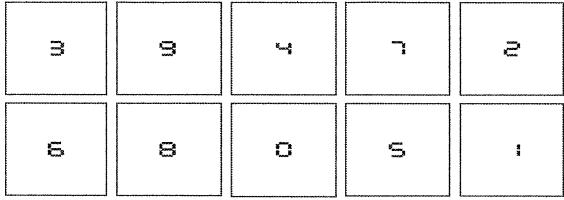


FIG. 3

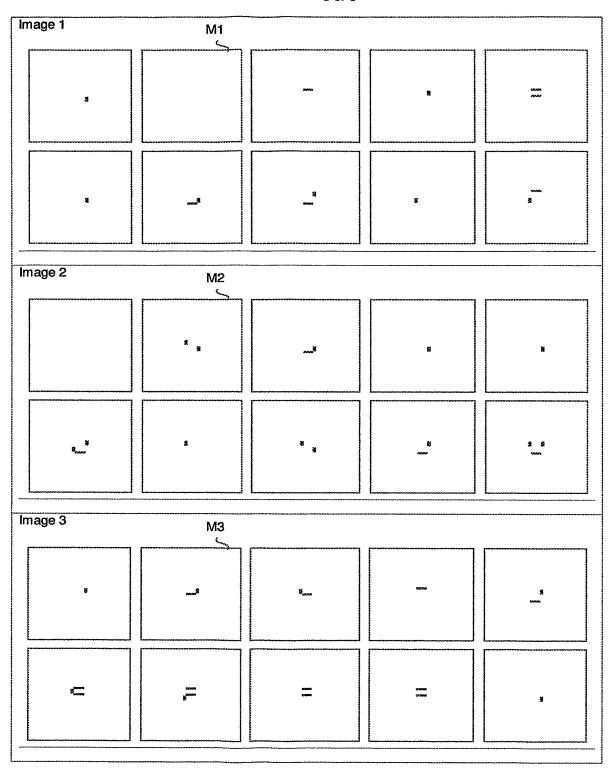


FIG. 4

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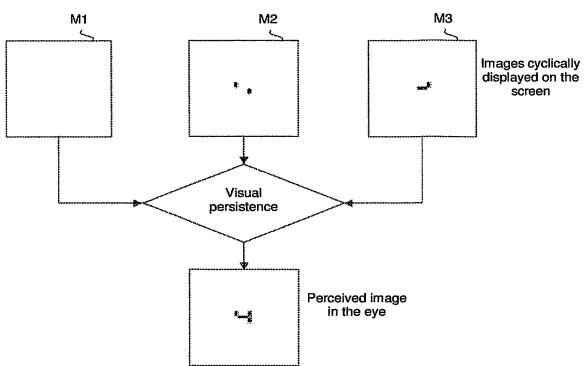
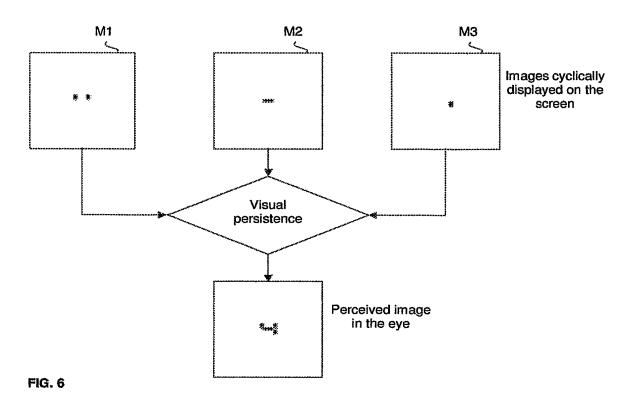


FIG. 5



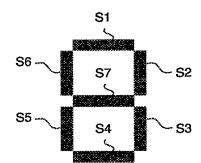


FIG. 7

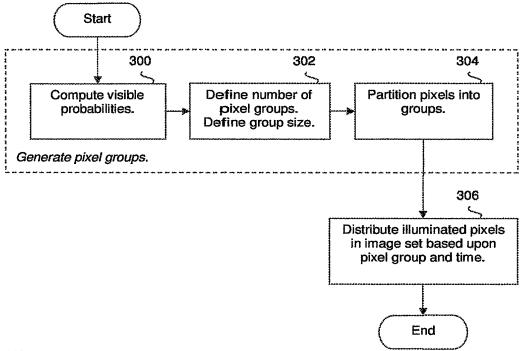


FIG. 8

